

SHERMAN M4

LOADING THE PROGRAM

Atari ST/STE, Amiga
P.C.

Insert disk in drive and switch on computer.

Boot up DOS, insert disk into drive A, type SHERMAN and press RETURN.

CHOICE OF CAMPAIGNS

THE ATTACK The Normandy landing.
THE DEFENCE The ultimate tank attack in the Ardennes.
THE STRATEGY The desert with its natural hazards and the Afrika Korps .

NORMANDY CAMPAIGN

Normandy, June 1944. Your division will fight against General Heinz Guderian, originator of the Blitzkrieg. This is a campaign with a progressive difficulty level.

MISSION 1: Destroy headquarters in C-12 and G-12 and capture camp in E-11.

MISSION 2: Recapture JEEPS from Camp at B-9.

MISSION 3: Support convoy at house in H-7 and head back to camp in F-7.

MISSION 4: Destroy coastal barrier in B-3.

MISSION 5: Liberate village in G-1.

ARDENNES CAMPAIGN

Ardennes, December 1944. You will fight against Gerd Von Rundstedt, commander of the Ardennes offensive. The weather conditions are bad, morale is low and the Germans will try any tricks to win. There could be up to 150 German soldiers infiltrating our troops.

MISSION 1: Get from G-12 to C-14.

MISSION 2: Go to F-9 to refuel.

MISSION 3: Destroy bridge in H-3 and go to south side of bridge in B-3.

MISSION 4: Neutralise enemy camp in D-1, destroying everything.

MISSION 5: Recapture Buissonville (at F-5).

DESERT CAMPAIGN

El Alamein, November 1942. You will fight against Field-Marshal Erwin Rommel, also known as the Desert Fox. Preserve your own retreat, beware of mines and quicksand, and destroy enemy fuel tanks.

MISSION 1: Get from G-0 to C-5. Refuel and destroy the enemy's supplies.

MISSION 2: Defend your position and destroy the 6 approaching PANZERS.

MISSION 3: Ambush and destroy the enemy between F-6, F-7 or F-8.

MISSION 4: Go to F-10 to refuel.

MISSION 5: Attack and destroy Rommel's camp in B-15.

SERGEANT BUCK'S ADVICE

- Best to start with the Normandy Campaign.
- Take the tanks out of reach for refuelling.
- Computer controlled tanks can't destroy bridges.
- Destroy bridges to avoid being followed.
- There are some ways to go through destroyed bridges.
- You cannot fire from a moving tank.
- You have 5 periscopes in stock.
- Elevate the gun to shoot over obstacles.
- Touch the enemy flag to capture a camp, drive into open end of building to replenish/repair.
- BUNKERS have superior shooting range, and protection from patrols.

MAIN MENU

VIEW SHERMAN	Technical specifications of SHERMAN M4
VIEW ENEMY	Technical specification of enemy
DEMO MODE	Demonstration of game
NORMANDY CAMPAIGN	Normandy battle
ARDENNES CAMPAIGN	Ardennes battle
DESERT CAMPAIGN	Desert battle

CAMPAIGN MENU

LEVEL OF REALISM	Allows changes to parameters of a campaign
MISSION	Choice of Mission (1-5)
ALLIED LOGISTIC	Allows changes to parameters of allied forces
ENEMY PARAMETERS	Allows changes to parameters of enemy forces
TO START THE GAME	Start the combat

CONTROLS - FROM MAP

SCROLL MAP	Cursor keys, numerical pad or joystick
SELECT A VEHICLE	Keys 1 to 6 (Shermans 1 to 4, Jeeps 5 & 6)
VIEW FROM VEHICLE	Return key
SELECT DESTINATION	Move cursor using Cursor keys, numerical pad or joystick
ORDER TO MOVE	Space bar, return key or fire button
CANCEL SELECTION	Key corresponding to selected vehicle
EXIT MAP	ESC key

CONTROLS - FROM TANK

STEERING	Numerical/cursor keys or joystick
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TO SHOOT	Fire button or space bar
GUN ELEVATION:-	
JOYSTICK	Hold down Fire Button + up or down movement
KEYBOARD	Hold down Space Bar + keys 8 or 2

F1 or V	Interior/ExteriorView	F2 or J	Telescope View (outsideview)
F3 or D	Damage Report	F4 or C	Map
F5	Forward View	F6	Rear View
F7	Left View	F8	Right View
F9 or R	Radio (see below)	F10 or	Pause

RETURN key	Automatic Pilot (as selected from Map)
ESC	End of scenario or game

RADIO COMMANDS

ARTILLERY	Move cursor over map to select target (not too close!), press fire button/ space bar. Shells will start landing in about one minute..
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SHERMANS AND JEEPS	Move cursor over map, select 1 to 6 when the cursor reaches the desired destination of the vehicle.
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END OF MISSION	Indicates to HQ that mission is over, and you are operational. HQ are automatically notified if you do not inform them.
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